

THE IANDA TIMES  
(short online version)

Second Edition, v. 2 No. 53

Based in the city of Landa

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Co-Editor: Sherman Easterwood, Praetor of Landa  
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Content:

- Editorial
- City news and announcements
- The Landa Social Scene
- Caste reports
  
- OOC Announcements of the Admin
- Advertisements and job offers
- OOC Role play
- OOC Knowledge
- Onlinisms of the week

Note: Though the landa Times is based in the city of Landa it is not associated with the city. The management accepts no responsibility for views expressed herein. The times reserves the right to edit articles submitted.

Any news, articles, poems, gossip, schedules, paintings, jokes you have, please send them to the editor. You are looking for a free companion, a slave, an assassin? Advertisements are very welcome.

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## EDITORIAL

“There is a crowd ahead,” I said, “at the public boards.”  
“They seem angry,” he said.  
(Magicians of Gor)

Once again Landa hosted a FC Ceremony for a pair of it citizens. The ceremony was performed by the Ubar and all enjoyed the dance afterward.

Did you know the ceremony itself is not what makes the man and woman companions? It is the contract, a single scroll, that is the most important of the companionship. It lays out the terms and expectations of both the Free Man and Free Woman. It determines how the companionship can be ended. In fact a ceremony is not needed to have a Free Companion. A contract containing both signatures is all that is needed for a Free Man and Free Woman to have a companionship. Maybe a little wine also helps.

The FC Ceremony in Landa was beautiful and all had fun. Ceremonies and festivals are a large part of Gor and a special way to celebrate a special day. However, in all your planning do not forget the most important piece and make sure your contract contains everything you wish it to.

Sherman Easterwood  
Praetor of Landa

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## CITY NEWS AND ANNOUNCEMENTS

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### - LANDA SCHEDULE

#### WEDNESDAY

Red Caste meeting (05/09/2012, 2.30 pm SLT)  
Hall of the warrior's building

Red Caste training in the Arena

#### FRIDAY

(05/11/2012)

Meeting HoY slaves only, HoY Kennel (05/11/2012, 1 pm SLT)

Free training in the Arena (3.30 pm SLT)  
Visitors are very welcome!

#### SUNDAY

Homestone Swearing Ceremony for New Citizens of Landa  
(05/13/2012, 2 pm SLT)  
Hall of the Admin's building

### - NEWS

#### LANDA ATTACKED SULPORT

by Bee, HoY accountant and slave scribe

Early on the morning of the first day of the second month and as reported here in the times last week.

The forces of Landa around Sulport at the Vosk river were reinforced with fresh men from landa.

They landed on the docks only to find its citizens in hiding and one poor guard left to

defend a city and. Our Urbar engaged him in conversation. "You have to decide if you are friends or enemies of Landa as men of your city attacked Landa! The hapless guard replied " I was unaware we had attacked Landa."

Therefore an ultimatum was issued !

"Leave the STA and remove the signs from your docks . Your city has one hand to reply If by the time stated no reply has been received Landa will consider its self at war".

Our forces then made a strategic withdrawal leaving a scout behind to check their compliance.

[OOO: Sulport is an homestead sim, only a few prims left, you are not allowed to rezz pims: no grapple hook, no ladders, no siege towers, not even arrows, so we could not attack them. We will not longer allow warriors of Sulport to join raiders against Landa because that is nor fair to attack us if we cannot attack them.]

## LANDA FORCES IN TORVALDSLAND

by Bee, HoY accountant and slave scribe

Further to our reports in the landa Times on previous weeks we have unexpected news from the north.

The report is of our troops returning without conquest.

Following an unopposed landing by our men, it was with great humor our troops looked around there were no walls to assail no towers of stone.

These poor barbarians speaking in their own tongue, lived a some what hand to mouth existence. Their houses were more like the huts we build to shelter our bosk well im sorry to say they were not that good

A few bonds ( bond is a barbarian word for Kajira ) in hiding were soon bought forth they were not worth capture, as to get them clean from the smell of the fish would take too long and none would be worthy of the silks. One Jarl (this is a barbarian word for master) was seen and he was most apologetic for the attack on Landa. He said "this was a willful act by some young men who were bored with their lot of fishing and bonds". They longed for the bright lights of Landa with its wealth and beautiful Kajirae.

A council of captains was called and the decision was made we will return home with not a man lost and to leave these poor souls to the cold and the fish .

## SO CALLED UBAR OF MEQARA AT THE DOCKS OF LANDA

written by Bee

A strange thing happened the other day.

A so called Urbar of meqara was seen on our docks. He came to talk surrounded by men, I

imagine he would liked to have sent a herald but having cowardly attacked the one we sent there, its hardly surprising he had to come himself.

He asked for our Urbar and was quickly informed by the commander himself: "our Urbars asleep I'll not wake him for one with no honour ".

For readers who are new the story is this: Port Meqara was once the ally of Llanda in former times, then they betrayed us without a reason or announcement For this we consider them without honour. Well on with my story This is the truly strange thing ! He asked for the Praetor.

He must have felt shame, to not be able to talk to the commander a man of his caste. The praetor sent word he was far to busy to go to the gate to talk with a scoundrel a man of no honour. With the words of the slave ringing in his he departed this land an Urbar rebuffed.

## FLAME OF DEATH OF A CITY ON GOR

From the reports of the few surviving witnesses, the Priest Kings' destruction of Turmus was total. Fire, flashing and plunging from a clear blue sky set the walls and structures aflame, leveled houses and charred those unfortunate enough to be caught in the path of the holy anger.

Imagine if you will, dear reader, the scene. You are inside, perhaps preparing to sit down to a meal, or just resting... and suddenly you hear screams outside. A low ominous thundering roar sounds on all sides. You rush out of doors and look upward. What meets your horrified gaze is Holy Wrath!

Lar Torvis, it would seem, has split off into several gigantic fireballs, brilliant blue fire scorches your retinas as the thunder increases. Now you realize that the hideous actinic flashes are only part of the cacophony of sound! The rest is supplied by falling brick, crumbling mortar, the crash of glass, the howl of the thermal wind and then... dust! Dust EVERYWHERE, choking clouds of it, obscuring your vision, filling your nostrils and lungs and everywhere the crash of collapsing buildings.

The very ground beneath your feet sways sickeningly and crevasses open before fleeing people, only to snap shut again like huge geological hungry maws! Women scream as molten glass, from high windows, spills from the burning frames and sets everything it lands on ablaze!

The slave, cowering in her kennel is crushed beneath tonnes of falling masonry. Marble crazes and shatters as the hideous heat front washes through the town calcinating everything in its path! A man, half crushed under a wall cries out in agony, and then falls silent. As the rumbling ceases, all that is heard is the wind, the crackle of feeding flames, and the cries of the trapped and dying. The roads out of the doomed city are thronged by the few escapees, refuging away from the Horror.

What brought on this hideous event? Why Turmus? I will tell you. In the careless and heedless day to day life of this city, the citizens, themselves sought no destruction... and yet, in their very inaction, they brought forth bitter and poisonous fruit! The Priest Kings are not mocked!! Nor are they to be subject to such casual disrespect as was visited upon

their humble servant, the High Initiate of Turmus on the part of a lowly but most vile and treacherous slave!!

They, the Unlucky of Turmus, were exposed to destruction; as one that stands or walks in slippery places is always exposed to fall. This is implied in the manner of their destruction coming upon them as Holy Fire from above! The Flame Death! Can there BE any other explanation? No! WOE to the one who defies the Priest Kings!! As he that walks in slippery places is every moment liable to fall, he cannot foresee one moment whether he shall stand or fall the next; and when he does fall, he falls at once without warning! The Priest Kings see ALL! Their Justice is swift!

There is nothing that keeps wicked men at any one moment safe from the Flame Death, but the mere pleasure of the Priest Kings. -- By the mere pleasure of the Priest Kings, I mean their sovereign pleasure, their arbitrary will, restrained by no obligation, hindered by no manner of difficulty, any more the protestation of an ant prevents us from destroying its mound!

There is no fortress, city wall or Kasbah that is any defence from the horrible Flame Death! Though hand join in hand, and vast multitudes of Gor combine and associate themselves, they are easily broken in pieces. They are as great heaps of light chaff before the whirlwind; or large quantities of dry stubble before devouring blue flames. We find it easy to tread on and crush a worm that we see crawling in the dirt; so it is easy for us to cut or singe a slender thread that any thing hangs by: thus easy is it for the Priest Kings, when They please, to cast Holy consuming flames from above. What are we, that we should think to stand before Them, at whose rebuke the ground trembles, and before Whom the rocks are thrown down?

It is no security to any Gorean for one moment, that there are no visible means of death at hand. It is no security to a natural man, that he is now in health, and that there is no visible danger in any respect in his circumstances. The manifold and continual experience of Goreans in all ages, shows this is no evidence, that a man is not on the very brink of the Cities of Dust, and that the next step will not be into Oblivion. The unseen, unthought-of ways and means of persons going suddenly out of the world are innumerable and inconceivable. Those whose tongues lie ever ready to heap mockery, scorn and heresy upon the Priest Kings walk over the entrances to the Cities of Dust on a rotten covering, and there are innumerable places in this covering so weak that they will not bear their weight, and these places are not seen. The arrows of Flame Death fly unseen at noon-day; the sharpest sight cannot discern them. Look to Turmus and tremble!

It is not because the Priest Kings are unmindful of such heresy and disrespect, that They do not let loose Destruction! The most Divine and Holy Priest Kings are not altogether such beings as ourselves, though some of the higher castes, in their pride and vainglory may imagine Them so to be. The most Holy observation and knowledge of the Priest Kings rests upon the blasphemers! WE the White Caste of Initiates have WARNED you!

The destruction of the heretic does not slumber; the Strike is prepared, the Holy Blue Fire is made ready, the Weapon is now hot, ready to immolate them; the flames do now rage and glow a refulgent fiery blue. The glittering sword is whet, and held over all blasphemers and heretics, and the City of Dust has opened its mouth under them. Goreans, Beware!!

There is no other reason to be given why you have not burnt like cheap wood, since you have stood in the very Temples of the Priest Kings, provoking Their pure and most Holy

eyes by your sinful wicked manner of attending solemn worship. WE of the White Caste have told you! Our auguries have warned you and the sacrifices burnt echo only that horrible reek of your own destruction! Think you that your gold can appease the Divine Justice? Look to Turmus, Believer, and TREMBLE!! Do you think that the Pilgrimage to the Sardars will save you?! Think again! Search your heart! Search your mind! Search the words of your mouth! Have you spoken heresy? Have you listened with itching ears to blasphemy? Have you cast dung upon the Servitors of the Priest Kings? I say again, Gorean - Look to Turmus and TREMBLE!!

If you now pursue research that is forbidden - if you seek a cure for the most Holy Dar-Kosis - if your tongue itches to speak of great golden insects or other similar heresies - if you hear such things and do not protest immediately - if you work on hidden means of mass destruction, or forms of armor that are denied you by the most Holy Laws I say again, and again until my very throat is raw from it ---

LOOK TO TURMUS AND TREMBLE!!

An'Trev Olathe  
High Initiate of Landa

FOR SLAVE OWNERS

Please keep in mind that your slave is your property and if the slave is not registered and you don't have slave papers, anyone can come and might take that slave away from you.

Please have acquisition papers, or check at least if there has been a previous owner and your slave has been let go, then take your girl/boy to get a physical, that is important. The phys. needs to place a seal on the report. Come to the head scribe and get the slave papers made for your Property.  
Thank you.

Lady Dez  
Head Scribe of Landa

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THE LANDA SOCIAL SCENE

- IANDA TIMES EXCLUSIVE: LETTER TO UBAR

The Times is publishing this letter sent to the Ubar of Landa. It gives a behind the scenes look at a typical day in Landa.

- ABOUT OUR OUTRAGIOUS PRAETOR

Tal Ubar,

I would like you to know what happened last night.  
I was taking a pleasurable walk along the river and noticed a lovely blue fish. It was close

to land and to the surface, that I thought I could catch it with my bare hands.. so I tried. But as I tried to grab it, I slipped and fell into the River. Almost drowning, I tried to swim, but my heavy clothes made that difficult. I was dragged down several times, and I ended up somewhere near the wall.

I climbed out, soaking wet. My dress was dripping and so was my hair. But everything was still in place, even my veil.. I walked up the wall to get to the front gate and I believe that was my biggest mistake. Perhaps finding a retreat between the houses to my office would have been a better choice.

Looking around that no one would be near, I made my decent, only to find Lady Amelia coming through the gate. I have no idea where she appeared from. Perhaps it was the river water in my eyes that I could not detect her sooner, or I would have hidden till she was gone.

It was too late, the Lady saw me and wondered why I was so wet and she hinted that the men will be staring seeing me like this... so, I tried to avoid the people in the city and ran to my office.

Sir Micka must have seen me, or perhaps Lady Amelia informed him and the others, because soon after I arrived at my office, sara came to see if I was alright. I asked her to prepare tea, which she did.

During the serve she told me that Sir Micka has no lemon trees. I have 2 lemon trees and orange trees on my property, perhaps I will suggest a sapling for him. I also think I saw a wild lemon tree near the Library and in the garden in Landa II.. I shall try to remember to make him aware of that.

During sara's serve of the lovely warm and soothing tea, our Preator arrived and demanded ever so forcefully what had happened to me. I felt it was none of his business and I made my point in telling him so. I believe he was not to happy because, as he quoted.."I could have been drinking". I was very embarrassed, first because I was sitting by the fire with towels wrapped around me, which the girls so lovingly prepared, but also because he insinuated that I had been drinking.. So, I ask you, when did anyone in Landa ever see me lift any alcoholic beverage to my lips? yes, you guessed it.. "never".

How dare the man suggest such a thing and how dare he interrogate me like a criminal? I felt I did not owe him any explanation and I refused to tell him that I slipped and fell face first into the water..

Of course the man did not except my explanation that it was none of his blasted business. I should not be surprised considering what a hard headed and stubborn man he is. He actually had the audacity to send the girl to get a Warrior to have me arrested. How dare that man treat me like a common criminal? What a shocking experience. Utterly unbelievable .. the nerve of that man.

When Sir Nicco arrived, I felt that it was not right to pull him away from his friends, so I told him that I had slipped and fell into the water. Only then did the Magistrate let up with him interrogation.. I shudder to think of what methods the man would have sunk to interrogate me in prison, only to find out why I got so wet..

Needless to say. The whole incident was totally unnecessary. I wanted nothing more then

to enjoy a good cup of tea, even though it was with out lemon.

I felt you should know this.

~Lady Dez

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## CASTE REPORTS LANDA

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### WHITE CASTE

Many changes have occurred in the last two hands, most of them personal and positive.

Some Landans may be confused by my new name. Rather than being addressed as Khered, I am now returning to the name I bore as a lad and young man: An'Trev of the House of Olathe.

I took the name 'Khered' originally because my father did not approve of my taking the Vows of the White. He was a Warrior and tarnsman, and wanted me to follow in his flightpath. With his death in battle, I am once more free to use the name I was born with.

In other news, I have finished the course in Gorean History and gotten my Bachelor's degree. I will not use the initials after my name as the Initiates do not recognize non-Order degrees as part of one's name.

Investigations are ongoing into internal matters regarding the indiscretion of a slave toward a new Initiate.

The Merchant Joshao Rogerian is in the process of restocking and reopening his Temple Emporium - a store supplying all Initiates and temples with furnishings, Altars, holy art, sacred objects, oils, incense, supplies and more. Once the store, located on his island of Jazirat al Khusuf, is complete and ready to open, the opening and landmark will be provided in this column.

Also located on Jazirat al Khusuf is a Garden of Meditation, a sacred retreat space, administered by The Garden Monk, Muishitsu Monshan. Although Mushitsu is not an INitiate, he has stated that all Initiates and others are welcome to come and share in the peace and silence.

Also, the Great Sardar Temple is once again available for all White Caste to visit. REMEMBER that the temple is an Sacred Space and women, slaves and animals are NOT PERMITTED INSIDE. No exceptions.

The Iarl cave is next door to the Temple and deep within the labyrinth lie the ruins of the Ur Temple - the first Temple to the Priest Kings built on Gor. If you are an Initiate the Iarl will not harm you. All others - proceed at your own risk.

The New Scholarum Classroom is also now completed. Many of the artifacts found in the

Ur Temple are now there.

The Scholarum lessons are being rewritten and will be given again in a while.

It is with regret, but a strong sense of justice having been served, that I write that the former City of Turmus is no more. Surviving eye-witnesses tell of several gigantic blue fireballs falling from the sky and near total destruction. Refugees have been welcomed in Landa and other cities. It is believed that the destruction has come about due to the antics of a kajira who defiled the quarters and sleeping area of the city's High Initiate. The High Initiate, Blessed Devin, has survived the destruction because he was at the Great Sardar Temple being questioned. He has now been posted elsewhere.

The Priest Kings are not mocked. May your day be blessed.

I remain  
An'trev Olathe  
High Initiate of Landa.

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## BLUE CASTE

The Blue Caste is available to the citizens of Landa, to help them in many ways.

We have already produced employment contracts and are working with the High Physician to ensure that all slave papers are in order. A Blue is serving as the Magistrate, he is available to help you address any legal problems that may arise. We produce FC Contracts and you can have your FC Ceremony performed by either of us.

These are just a few services available from the Blue Caste. As Head Scribe, I am available to help all citizens with matters relating to the Blue Caste.

Prices for our services are negotiable.

((Remember to protect your property, get your slave papers here, ask me for a discount))

~Lady Dez  
Head Scribe for the City of Landa

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## RED CASTE

### - MEETING OF THE SCARLETS

Important Points:

Discussion and Decision On Rank

[14:23:19] Rarius Yuroki (yuroki.uriza): welcome all! We will start the meeting right now..some warriors told me that they cannot join , others not (...)

[14:29:13] Rarius Yuroki (yuroki.uriza): if you want to have a rank you need to join raids and attacks

[14:29:24] Targa (targa.runner): so i cant proceed choosing ranks if i think its right?

[14:33:48] Rarius Yuroki (yuroki.uriza): yes, but you will give ranks only to warriors who had joined a raid successfully

No More Mock Raids In Landa

[14:34:55] Rarius Yuroki (yuroki.uriza): yes, demarko, and that is my topic: i dont want a lot of mock raids in Landa.....

Do Not Look For Allies

[14:47:58] Rarius Yuroki (yuroki.uriza): i have made my decision already, dont look for allies and period.

Weekly Warrior Meeting Mandatory

[15:16:43] Rarius Yuroki (yuroki.uriza): some time ago the commander decided to make a meeting of the red caste weekly,,is that still valid?

[15:17:16] Targa (targa.runner) looks into the round "yes it is"

Athe following discussion about military issues will not be published, it is confidential. The red caste decided where to scout and attack.

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## MERCHANT CASTE

### - HOY BANK OF LANDA

The owner and the babker of Landa (Tar) made the decision to accept and convert coins from Rorus now 1:1.

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### - OOC ANNOUNCEMENTS OF THE ADMIN

#### AUTORETURN

I changed the autoretrun from two minutes to three minutes. That is time enough to rezz grapples.

Rarius Yuroki

#### TOURIST OFFICE OF LANDA STILL CLOSED

Goreans are suspicious of strangers. People looking for a new home should have an reasonable storyline and roleplay in the city first or walk around as an OOC observer.

"Pikes on the walls of Gorean cities are often surmounted with the remains of unwelcome guests. The Gorean is suspicious of the stranger, particularly in the vicinity of his native

walls. Indeed, in Gorean the same word is used for both stranger and enemy."  
(Outlaw of Gor)

"Wanderers" and "travellers" of Gor are outlaws. Merchants wear a white and golden tunic in Gor.

## GATE POLICY OF LANDA 11.0

- Slaves cannot open the outer main gate alone (only OOC) but they can get in and out through the small door if they have ICly chores to do at the docks.
- Slaves are not allowed to linger outside or on the docks, especially if strangers are there. Unless their owners had allowed it. However, should you get captured while lingering outside, the owner will be help responsible.
- Warriors, when they are in the city, must be alert and open the gates even if their pants are down. No ifs butts or maybe's about it.. If they don't want to be bothered with protecting the city, they need to go to Landa II. The reason for this is very important. FW and slaves can not be attacked with out Warriors around. but furring Warriors or Warriors who are busy in IMs are the same as no warriors around. It is dangerous to have a Warrior in the city who is not present.
- Free women are allowed to open the gate, when no Warriors are here. A FW is safe from attack with out Warriors around,
- Do not open the gate for strangers without asking for name and home stone and caste (keep the log that you will be able to tell the story in case of trouble)
- You may open the gate for people who want to look around, perhaps if they are considering to settle here, but goreans do not like strangers, you can give them a tour OOC too
- People without an Home Stone and without a caste are outlaws and not allowed to enter (except people who want to settle here, but make that clear OOC):  
5.1 Any free found to have no caste shall be declared an outlaw. The law applies equally to men and women. Those unable to show evidence of their caste shall be arrested by Guardsmen and held subject to verification. Men found to be outlaws shall be executed. Women shall be enslaved and sold from the public block. Those calling themselves Pirates shall be considered no different than Outlaws. They shall be subject to the same penalties. (Caste Laws and public laws of Landa, chapter 4)
- Merchants are allowed to enter if they show their caste colors white and gold.
- Rules of Landa:
  - Raiders or non-citizens of Landa can not attack a slave if there are no warriors present, unless the slave attacks them, is threatening or disrespectful to them.
  - Raiders or non-citizens of Landa can not attack a free woman if there are no Warriors present, unless the free woman physically attacks them.

- Strangers are not allowed to carry bows and crossbows inside the city walls.
- Never mention the secret tunnels and entrances.

#### GROUPS IN LANDA

Isle of Landa Land Group (to rezz, to set home, to open the gates, to pass phantom doors)  
 Isle of Landa Slave House (slave gossip OOC, for example to get a tag of the privately owned slaver houses)  
 Landa Blue Caste  
 Landa Green Caste  
 Landa Council  
 Landa Merchant Caste  
 Landa Moderators  
 Landa Scarlet Caste  
 Landa's Free Women Society (ask lady Dadiyah)  
 Landa Pending Citizen  
 Order of the Great Landa Temple

#### HEADS OF CASTES IN LANDA

Rarius Yuroki (Yuroki Uriza), Ubar  
 Sherman Easterwood, Praetor

White caste: An'Trev of the House of Olathe (Dorian Trevellion)  
 Blue caste: Dezire Sciarri, Head scribe  
 Red caste: Targa Runner (commander)  
 Green caste: Judy(girl Beck)  
 Black caste: Saurion of Lydius (Khampoh Resident), Master Assassin  
 Merchant caste: Ribbon (LaceyRibbon String)

Head Slaver: Arris Vesuvino (HoV)

Moderators:  
 Yuroki Uriza (Ubar)  
 Saurion of Lydius (Khampoh Resident), Master Assassin  
 Micka Toros  
 Jamie Reverie

#### LANDA COLLAR LAW

Slaves - Collars

Female adult slaves must wear locked slave collars at all times in public. Removal of the collar by one other than the slave's owner or without the order of a Magistrate is a crime punishable by fines and imprisonment.

Sherman Easterwood  
 Praetor of Landa

#### HOUSES FOR RENT IN LANDA II (combat sim)

- It is important to understand that Landa II is meant for occasional enjoyment. It is not

meant as an alternative for role playing in the City of Landa. We will be forced to take the house back if most of your time is spent in Landa II instead of in the city.

- No one should move into any house without first contacting Lady Dezire Sciarri. Should she not be online, you can reach her by e-mail at [deziresciarri@live.com](mailto:deziresciarri@live.com) or send just send her an IM.

-Currently there are 4 houses left, for rent, in Landa II. The largest is reserved for a large family or for multiple families to share.

- Houses in the Landa II residential area are for rent. Interested people should be Landa Citizens for at least 2 weeks and should have a history of avid RP within the City. After renting the house they should continue to actively contribute to life in Landa..

- The houses rent for \$300 L per week. We are low on prims, please make an effort to keep it at 100 prims or lower.

## GM WARE

If you need GM ware goods ask me, we have our own server in Landa. You can transport items between your Server and your meter HUD Note though that the Meter HUD can only carry 10 items at once.

Version 4.2 changes what items can be manufactured, so that now only Raw materials can be manufactured.

This is to prepare for the upcoming GM crafting which is one of the biggest project GM team has taken on.

With crafting then you will be able to craft other things from the raw materials, depending on avatar skill. (Yes for example blacksmith starts with little skill but can over time learn more skill and make more advanced things). This is a big project with hundreds of items, levels and skills. We felt it was important to get out new RP server in advance so that users can start manufacturing level 1 raw materials which will be useful as soon as GM Crafting hits the street.

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## ADVERTISEMENTS AND JOB OFFERS

### LADY JJ'S ART GALLERY

Welcome to my Art gallery. I have many sketches on view of people who you may recognise so please feel free to drop in any time you wish to look round. I am adding new ones all the time so keep visiting. For Landa residents I charge just ten coppers for a sketch of a single person. so why not have one done of yourself, your loved one or your slave. Or even all three as they make wonderful gifts. My gallery is in the main square in Land so please come along.

Lady JJ

## HOUSE OF YUROKI (HoY) GOREAN SLAVERHOUSE

The House of Yuroki is a privately owned and run Slaver House. The owner is Rarius Yuroki (Yuroki Uriza). That means that it functions separately from any city council and administration. However, our purpose overall is to provide slaves to the cities for use in whatever means are necessary, and to eventually sell those slaves to citizens or if a long period of time goes by without interest and the slave is underused, to the highest gorean bidder at an invitational auction open to goreans from across Gor.

"Whereas members of the caste of slavers are slavers, not all slavers are members of the caste of slavers."

(Magicians of Gor pg 315)

### - HOY BANK OF LANDA

- We need merchants who would be able to establish trading connections with cities which use similar coin systems. Two copper coins paid monthly. To make your own coins and income would be possible.

### HOY BANK OF LANDA

Most cities have a Street of Coins, an area where banking is done. "Sometimes, of course, certain areas specialize in, or are known for, given types of services or products. Each city usually has, for example, its "Street of Coins." On such a street, or in such an area, its banking will largely be done. Similarly most cities will have their "Street of Brands," on which street, or in which area, one would expect to find the houses of its slavers. (Fighting Slave of Gor)

Landa has its own bank and coins. The bank is privately owned, but the company got a banking license from the city of Landa, the mint too.

### - CITY OF LANDA

The city of Landa is recruiting all castes. Lower castes are welcome too!

We are looking for:

[high castes] Physicians, ambassadors, scribes (cryprographers), warriors,  
[low castes] Animal handlers, Artisans, bakers, bargemen, bleachers, butchers, entertainers, charcoal makers, carvers, fishermen, goat keepers, harnessers, leather workers, merchants, mind healers, money lender, lighters, musicians, players, rencers, rug makers, sailors, tarn keepers, tavern owner, Tharlarion keepers, urt hunters,

We are not looking for:

[high castes] admins, Ubars, Initiates  
[low castes] artists, bankers, cloth workers, metalworkers, perfumers, peasants, potmakers, weavers, slavers, woodsmen

## - THE IANDA TIMES

The landa times is looking for correspondents all over Gor.

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### ROLEPLAY

[The First Girl of Tyros was in an hidden stone cage inside a tower. Some mercs came and tried to find and free her. They succeed. This happened 2009 in Shaba (GE sim, the mods declared that for valid.)

[2009/12/13 20:46] Markum Minotaur: Romulus was with him, maybe he knows his name...

[2009/12/13 20:46] Kain Rembrandt: Markum... which towns ye searched?

[2009/12/13 20:46] Kain Rembrandt: will save me time

[2009/12/13 20:47] Markum Minotaur: i searched a few cities...Thentis, Rover

[2009/12/13 20:47] Markum Minotaur: North Azuria

[2009/12/13 20:47] Kain Rembrandt: Azula, or Azuria?

[2009/12/13 20:47] Broctin McGinnis: looks over at Kain and says "Captain this scroll was delivered today by a slave from Thentis. It speaks of the first girl" ~hands the scroll to the Captain~

[2009/12/13 20:47] Kain Rembrandt: ah yes

[2009/12/13 20:48] Broctin McGinnis gave you To the Tyros Council...a note of interest..

[2009/12/13 20:48] Broctin McGinnis: We need to find the girl tonight if at all possible

[2009/12/13 20:49] Markum Minotaur: nods

[2009/12/13 20:49] Kain Rembrandt: hmmm interresting... rrevenge seeker.... Black SLeen ye said eh?

[2009/12/13 20:49] Kain Rembrandt: \*\*they say

[2009/12/13 20:49] Broctin McGinnis: Captain you have knowledge of these ports and can go undetected unlike us warriors. Would you go and see if you can locate the girl and let us know where she is

[2009/12/13 20:49] Kain Rembrandt: sounds familiarr...

[2009/12/13 20:50] Masolus Alonzo: I will offer you a case of your favorite drink if you can find her Kain

[2009/12/13 20:51] aziza Bisiani chuckles thinking he's cheap

[2009/12/13 20:51] Kain Rembrandt: Norrth Azurria... maybe I should check it out...

[2009/12/13 20:52] Broctin McGinnis: Well if you find her or discover information on her whereabouts let us know and we will mount a rescue

[2009/12/13 20:52] Kain Rembrandt: "I'll see what I can do..." he walks off to the docks

[2009/12/13 20:54] Kain Rembrandt sees a few drunks sailors and throws them a purse of tarks, "hoy mateys, yerr serrving me now, hop on that ship harta!

[2009/12/13 20:54] Kain Rembrandt: "ye yer the helmsman from now on... "sneers" I said now... we set for Azuria...

[2009/12/13 20:54] Kain Rembrandt hops on the ship and readies the trip

Welcome to Rainforest of Shaba. You are on a Gorean sim, read the rules before of go on the land, thank you.

[2009/12/13 20:58] Arrival: Kain Rembrandt

[2009/12/13 21:01] Shina Luckstone: Greetings

[2009/12/13 21:01] Kain Rembrandt: grreetings talunas, perrhaps ye can help me  
[2009/12/13 21:01] Shina Luckstone: what do you seek?  
[2009/12/13 21:02] Kain Rembrandt: informmation" he opens a pouch and gets candies out  
"dye know of someone called the black sleen?  
[2009/12/13 21:02] Shina Luckstone: nay that name does not ring a bell  
[2009/12/13 21:03] Kain Rembrandt mumbles, "memorry must be bad...." he thinks again,  
"have ye seen anythin unusual arround yerr jungle lately then"  
[2009/12/13 21:03] Shina Luckstone: many have been here Sir  
[2009/12/13 21:03] Shina Luckstone: do you have a name?  
[2009/12/13 21:04] Kain Rembrandt: dye remember a blonde girl coming around 2 days  
ago? named belle..."  
[2009/12/13 21:04] Shina Luckstone: hmmm blonde named belle  
[2009/12/13 21:04] Shina Luckstone: perhaps  
[2009/12/13 21:05] Kain Rembrandt throws them the candies, "perrhaps eh? wherre could  
she theorically be then" he grins  
[2009/12/13 21:05] Shina Luckstone: well if she was trouble she was capped and  
sold...otherwise nay  
[2009/12/13 21:06] Kain Rembrandt: "hmm... is therre a slave house nearrby then? she  
may be therre"  
[2009/12/13 21:06] Shina Luckstone: yes and all are empty at the moment  
[2009/12/13 21:07] Kain Rembrandt laughs, "and would ye know that, taluna? perrhaps  
you arre close frriend with the flesh trraderr hmm?"  
[2009/12/13 21:08] Kain Rembrandt: what is yerr prrice forr the informmation I seek"  
[2009/12/13 21:08] Shina Luckstone: The Commander is Yuroki or the Ubara Contessa  
[2009/12/13 21:08] Shina Luckstone: both sleep now  
[2009/12/13 21:09] Kain Rembrandt: oh I wouldnt want to wake them up... perrhaps ye  
could show me the slave houses quietly... to ensurre no blonde is in them hmm?  
[2009/12/13 21:09] Shina Luckstone: nay shina does not have the key  
[2009/12/13 21:09] Shina Luckstone: the slaver 's house  
[2009/12/13 21:10] Shina Luckstone: see the pyramid behind me?  
[2009/12/13 21:10] Kain Rembrandt: aye  
[2009/12/13 21:10] Shina Luckstone: past that is a bridge cross that and walk straight  
[2009/12/13 21:10] Shina Luckstone: that is his home  
[2009/12/13 21:10] Kain Rembrandt: excellent! thank ye..." he opens the pouch and  
throws him more candies, "of course nobody came to check it out"  
[2009/12/13 21:11] Kain Rembrandt looks around for the bridge the talunas directed him  
[2009/12/13 21:12] Gorean Meter 3.0.4: hit you with scorpion\_ (30%) - strike type: great  
[2009/12/13 21:12] Gorean Meter 3.0.4: hit you with scorpion\_ (30%) - strike type: great  
[2009/12/13 21:13] Kain Rembrandt gasps as a scorpion stings him. He feels his foot a bit  
numb  
[2009/12/13 21:13] Gorean Meter 3.0.4: hit you with Ost\_ (30%) - strike type: great  
[2009/12/13 21:13] Gorean Meter 3.0.4: hit you with Ost\_ (30%) - strike type: great  
[2009/12/13 21:13] Kain Rembrandt: aaack... blasted little things" stomps the scorpion  
and snake  
[2009/12/13 21:19] Kain Rembrandt carefully avoid the blasted little creatures trying to  
sting him everytime he gets close. He looks at the tall stone gate and looks around,  
ensuring its all clear  
[2009/12/13 21:20] Kain Rembrandt gets out his grappling hook and starts spinning the  
rope in his hand, figuring the height. He tosses it at the gate hoping it clings to something  
and that people are sleeping tight  
[2009/12/13 21:20] Kain Rembrandt misses and grumbles. He looks around making sure  
nobody sees him break in the slavers house he was pointed at by talunas that gave him

good information. He throws the hook again and it clings  
[2009/12/13 21:21] Kain Rembrandt tugs and grins, looking once more and sees nobody, not that he cared being caught... being an outlaw it happened often, but he wanted to do the job assigned well.  
[2009/12/13 21:21] Kain Rembrandt seizes the rope firmly in his hand and starts going up the wall, walking on the door, pulling himself up into the slavers house  
[2009/12/13 21:22] Kain Rembrandt arrives at the top of the wall, he walks on and looks around, not seeing anybody. He sighs assuming they are all sleeping  
[2009/12/13 21:23] Kain Rembrandt walks quietly around, wondering where the cages could be  
[2009/12/13 21:23] Kain Rembrandt makes his way into the dark night, tripping and grumbling, hoping nobody heard him  
[2009/12/13 21:24] Kain Rembrandt finds a safe way down the wall and goes down the ramp  
[2009/12/13 21:24] Kain Rembrandt walks slowly, cursing at the cracking branches and leaves, but sees nobodys alert  
[2009/12/13 21:25] Kain Rembrandt tries a door  
[2009/12/13 21:25] Multi Door V1.2c (Swing,Channel 7): Kain Rembrandt opened the door  
[2009/12/13 21:25] Multi Door V1.2c (Swing,Channel 7): Door closed  
[2009/12/13 21:25] Kain Rembrandt peeks in rapidly and sees its a house, he gets out quickly  
[2009/12/13 21:25] Multi Door V1.2c (Swing,Channel 7): Kain Rembrandt opened the door  
[2009/12/13 21:26] Multi Door V1.2c (Swing,Channel 7): Door closed  
[2009/12/13 21:26] Multi Door V1.2c (Swing,Channel 7): Sorry Kain Rembrandt, this door is locked  
[2009/12/13 21:26] Kain Rembrandt tries yet another door, finding it locked, he grumbles and keeps checking the rest  
[2009/12/13 21:26] Gorean Meter 3.0.4: Thorn Trap hit you with Thorn bush (10%) - strike type: trap  
[2009/12/13 21:26] Gorean Meter 3.0.4: Thorn Trap hit you with Thorn bush (8%) - strike type: trap  
[2009/12/13 21:26] Thorn bush tears into Kain Rembrandt's flesh  
[2009/12/13 21:26] Gorean Meter 3.0.4: Thorn Trap hit you with Thorn bush (10%) - strike type: trap  
[2009/12/13 21:26] Gorean Meter 3.0.4: Thorn Trap hit you with Thorn bush (6%) - strike type: trap  
[2009/12/13 21:26] Thorn bush tears into Kain Rembrandt's flesh  
[2009/12/13 21:27] Kain Rembrandt gasps as he runs into the thorny bushes, pulling out thorns but continuing to check the doors  
[2009/12/13 21:27] Syla's door: Sorry Kain Rembrandt, this door is locked  
[2009/12/13 21:27] Kain Rembrandt curses finding another door locked  
[2009/12/13 21:28] Kain Rembrandt goes atop the tower and yet another locked door, he sighs and sees one bigger building, thinking it may be in there  
[2009/12/13 21:28] A+ DOOR & GATE - Double Aged Wood 15: You must be in the same group as the door to enter.  
[2009/12/13 21:28] Kain Rembrandt kneels over the wall hearing footsteps  
[2009/12/13 21:28] Kain Rembrandt he checks and curses thinking hes busted  
[2009/12/13 21:28] A+ DOOR & GATE - Double Aged Wood 15: You must be in the same group as the door to enter.  
[2009/12/13 21:29] Zeid Kingmaker catches sight of Kain on the wall  
[2009/12/13 21:29] Kain Rembrandt draws his sword and peeks over the wall carefully, he notices familiar forms in the darkness

[2009/12/13 21:29] Zeid Kingmaker: kain  
[2009/12/13 21:29] Zeid Kingmaker: let down a rope  
[2009/12/13 21:29] Kain Rembrandt: "psst, no luck finding the girl yet... but have still a building to see!" he looks seeing his grapple is gone  
[2009/12/13 21:29] Gorean Meter 3.0.4: GM Poisonous Plants v1.3a Has Captured Zeid Kingmaker!  
[2009/12/13 21:30] Zeid Kingmaker: ((geez))  
[2009/12/13 21:30] Kain Rembrandt: "hrrm odd..." he looks around, and reaches for a long rope from his belt. He ties it to the barred window and drops it for them to climb up  
[2009/12/13 21:30] Primus Grappel Hook: has been rp'ed and rezzed  
[2009/12/13 21:30] Gorean Meter 3.0.4: Zeid Kingmaker cannot be aided yet. (40 seconds remaining)  
[2009/12/13 21:31] Kain Rembrandt pulls out his hand and sees the man down, "ack blasted creatures yes... stuns ye for a while  
[2009/12/13 21:31] Zeid Kingmaker grabs the rope and starts to climb up the wall  
[2009/12/13 21:32] Kain Rembrandt catches his hand once hes up  
[2009/12/13 21:32] Kain Rembrandt looks down at the other, "cmon  
[2009/12/13 21:32] Zeid Kingmaker kneels a moment, recovering his strength still winded from the killer plants  
[2009/12/13 21:32] Kain Rembrandt finds a lever as he peeks into the dark night and tries it  
[2009/12/13 21:32] Markum Minotaur: holds Kain hand and clibs up  
[2009/12/13 21:32] GM Hidden spears trap Lever whispers: Only group members can Use this lever  
[2009/12/13 21:33] Kain Rembrandt sees its too tight and shrugs, then helps the other man up the rope  
[2009/12/13 21:33] Zeid Kingmaker breathes heavily, "Wait a moment brothers, let me catch my breath."  
[2009/12/13 21:33] Markum Minotaur: ah thank you  
[2009/12/13 21:33] Kain Rembrandt: allriite, letss see that building I havent checked... many doorrs arre locked, nyone of ye got alockpick?  
[2009/12/13 21:34] Zeid Kingmaker forces himself off the ground and begins to walk into the city  
[2009/12/13 21:34] Kain Rembrandt points the larger building, "lets check that out  
[2009/12/13 21:34] Kain Rembrandt: is glad for the light of the center torch and looks around, noticing a kitchen and stairs  
[2009/12/13 21:34] Markum Minotaur: hmmm kitchen  
[2009/12/13 21:35] Kain Rembrandt: how odd  
[2009/12/13 21:35] Kain Rembrandt: stairs leading to nowhere?  
[2009/12/13 21:35] Belle Rives hears a voice she recognizes " Master!!!"  
[2009/12/13 21:35] Zeid Kingmaker glances around, "Belle?"  
[2009/12/13 21:35] Kain Rembrandt hears a faint female voice and blinks  
[2009/12/13 21:35] Belle Rives bangs on the bars of the cage  
[2009/12/13 21:35] Markum Minotaur: hears Belle's voice  
[2009/12/13 21:35] Belle Rives shouts: Master!!1  
[2009/12/13 21:35] Zeid Kingmaker: Bell where are you?  
[2009/12/13 21:35] Kain Rembrandt pushes his ear to the wall and listens, giving little taps on the surface to find hidden doors  
[2009/12/13 21:35] Belle Rives starts to sob in relief  
[2009/12/13 21:36] Belle Rives cries out " I am above....in the tower"  
[2009/12/13 21:36] Kain Rembrandt: currees... these sleens hide theirr loot well  
[2009/12/13 21:36] Markum Minotaur: jumps, tries to climb the wall...

[2009/12/13 21:38] Markum Minotaur: steps down  
[2009/12/13 21:38] Kain Rembrandt crosses his arms and wonders, "meeh, I think without that slaver... we wont be able to open that  
[2009/12/13 21:39] Kain Rembrandt grumbles, "so close yet still so farr! blasted ruins...  
[2009/12/13 21:39] Belle Rives shouts and yells  
[2009/12/13 21:40] Kain Rembrandt draws his sword and starts banging it on every bits of the wall hoping to hit some hidden button  
[2009/12/13 21:40] Markum Minotaur: walks around, looking for a secret door  
[2009/12/13 21:41] Zeid Kingmaker: i'm going back to the ship i'm going go summon my tarn  
[2009/12/13 21:42] Kain Rembrandt peeks up at the ceiling and sees a ring, grumbling, "of course its up therre... how to get there though...  
[2009/12/13 21:42] Belle Rives: master?  
[2009/12/13 21:42] Belle Rives: can you hear me?  
[2009/12/13 21:42] Markum Minotaur: yes  
[2009/12/13 21:42] Markum Minotaur: Belle i can hear you  
[2009/12/13 21:43] Belle Rives: Master..there was a hook  
[2009/12/13 21:43] Markum Minotaur: where?  
[2009/12/13 21:44] IM: Markum Minotaur: yes  
[2009/12/13 21:44] Markum Minotaur: pulls out grapple  
[2009/12/13 21:45] Markum Minotaur: tries to climb  
[2009/12/13 21:45] Kain Rembrandt: try to aim at that ring!  
[2009/12/13 21:45] Kain Rembrandt: must be some trrap door, maybe if we all get on it it will fall  
[2009/12/13 21:45] Markum Minotaur: damn i missed it  
[2009/12/13 21:45] Markum Minotaur: tries again  
[2009/12/13 21:45] Belle Rives waits ....her body trembling with hope  
[2009/12/13 21:45] Primus Grappel Hook: has been rp'ed and rezzed  
[2009/12/13 21:46] :: Zeid Kingmaker reins in the tarn::  
[2009/12/13 21:46] Zeid Kingmaker: Belle  
[2009/12/13 21:47] Kain Rembrandt watches, seeing him work the hook. He hears a tarn scream outside, thinking the warrior is back with his tarn he stored on the ship  
[2009/12/13 21:47] Zeid Kingmaker: oh good you found the way up  
[2009/12/13 21:47] Zeid Kingmaker: my tarn is waiting to take us to the ship  
[2009/12/13 21:47] Kain Rembrandt shouts outside, "GET in Zeid, we need to pull that trrap down!"  
[2009/12/13 21:48] Zeid Kingmaker looks at him strangely, "I'm right here sir."  
[2009/12/13 21:48] Kain Rembrandt: woops  
[2009/12/13 21:48] Kain Rembrandt laughs as he was looking up  
[2009/12/13 21:48] Kain Rembrandt starts climbing the rope of the grapple after Markus, "allright lay all yerr weight on it, should pop open  
[2009/12/13 21:48] Zeid Kingmaker: ((we heard her shouting so we knew she was in the area we started looking around the place right?))  
[2009/12/13 21:49] Kain Rembrandt: ((aye, spotted the ring at the ceiling too... shows a trap door))  
[2009/12/13 21:49] Kain Rembrandt: now Zeid, TUG  
[2009/12/13 21:49] Kain Rembrandt hops and lets himself fall tugging the rope down  
[2009/12/13 21:49] Zeid Kingmaker grips the rope and pulls it down with all his might  
[2009/12/13 21:50] Kain Rembrandt: again! HARDER, cmon Mark movve yerr rear!" he jumps down tugging at the rope again  
[2009/12/13 21:50] Zeid Kingmaker uses every bit of his strength to pull the rope  
[2009/12/13 21:51] Zeid Kingmaker: ((is the door open?))

[2009/12/13 21:51] Markum Minotaur: holds the rope so he can grip it  
[2009/12/13 21:51] Belle Rives hears the men trying to get the ceiling down and she sits quietly, worrying now about her scrapes and bruises  
[2009/12/13 21:51] Kain Rembrandt: "ugh I think its opening, continue!"  
[2009/12/13 21:51] Zeid Kingmaker grips the rope and jumps up and down, trying with all his might to open the door  
[2009/12/13 21:52] Kain Rembrandt: ugh no good, we need morre weight  
[2009/12/13 21:52] Kain Rembrandt: grumbles...  
[2009/12/13 21:52] Belle Rives starts to babble out " Get me out - please? please?"  
[2009/12/13 21:52] Zeid Kingmaker looks around the room trying to find something heavy we might tie to the rope  
[2009/12/13 21:52] Zeid Kingmaker: wait here I'm going to see if I can find a heavy rock or something outside  
[2009/12/13 21:53] Kain Rembrandt follows him  
[2009/12/13 21:53] Belle Rives starts to yell hysterically " I cannot stand it anymore.....please?"  
[2009/12/13 21:53] Broctin McGinnis: throws the grapple up on the wall  
[2009/12/13 21:53] Kain Rembrandt almost draws his sword then recognizes the man  
[2009/12/13 21:53] Broctin McGinnis: secures it  
[2009/12/13 21:53] Zeid Kingmaker: Tal sir  
[2009/12/13 21:53] Kain Rembrandt looks at the ones that arrived and help them up the wall  
[2009/12/13 21:53] Masolus Alonzo: tal brothers  
[2009/12/13 21:53] Zeid Kingmaker: welcome to Shaba  
[2009/12/13 21:53] Kain Rembrandt: welll just what we needed, morre heavy gorr men" he smirks  
[2009/12/13 21:54] Angeloscuro Kiranov checks the grappling hook pulls on it  
[2009/12/13 21:54] Kain Rembrandt: we know wherre she is... but cant rreach her  
[2009/12/13 21:54] Markum Minotaur: Tal bothers  
[2009/12/13 21:54] Broctin McGinnis: tal brothers  
[2009/12/13 21:54] Masolus Alonzo: why is that Kain?  
[2009/12/13 21:54] Angeloscuro Kiranov then pulls himself onto it using his strength  
[2009/12/13 21:54] Kain Rembrandt: trap door on the roof...  
[2009/12/13 21:54] Kain Rembrandt: need much weight to pop it open  
[2009/12/13 21:54] Angeloscuro Kiranov up to his brothers  
[2009/12/13 21:54] Kain Rembrandt: we grrapped the ring  
[2009/12/13 21:54] Broctin McGinnis: Can we burn the door down?  
[2009/12/13 21:54] Masolus Alonzo: Is she guarded?  
[2009/12/13 21:54] Kain Rembrandt: and need to tug it down  
[2009/12/13 21:54] Markum Minotaur: no guard  
[2009/12/13 21:54] Kain Rembrandt: I think they all in furr... with the ruckus we made  
[2009/12/13 21:54] Masolus Alonzo: awesome  
[2009/12/13 21:54] Kain Rembrandt: theyd be on us  
[2009/12/13 21:55] Masolus Alonzo: lets do it  
[2009/12/13 21:55] Kain Rembrandt: lets try that plan... otherwise we will need the slaverr  
[2009/12/13 21:55] Zeid Kingmaker: it's on the ceiling sir and there is a ring attached we would need the door intact to attach a rope to it and climb  
[2009/12/13 21:55] Kain Rembrandt walks inside showing them the way  
[2009/12/13 21:55] :: Zeid Kingmaker Goads the tarn away, to be commanded another time::  
[2009/12/13 21:56] Masolus Alonzo: let me try

[2009/12/13 21:56] Kain Rembrandt: allriite.... all get up on the rope, and try to give it all yerr weight... im surre with 6 men it will fall  
[2009/12/13 21:56] Kain Rembrandt jumps up and climbs the grapple high  
[2009/12/13 21:56] IM: Belle Rives: you will copy this rp I hope  
[2009/12/13 21:57] Angeloscuro Kiranov: must be a tigger point around  
[2009/12/13 21:57] IM: Belle Rives: cuz the fellow who took me is protesting already  
[2009/12/13 21:57] Kain Rembrandt looks down, "cmon ye lazies, get on! help me put weight on this  
[2009/12/13 21:57] Belle Rives listens ..still trying to undo her hands from behind her back  
[2009/12/13 21:57] Broctin McGinnis: put your backs into men  
[2009/12/13 21:57] Broctin McGinnis: pull the rope  
[2009/12/13 21:57] Zeid Kingmaker grips the rope and tugs as hard as he can  
[2009/12/13 21:58] Broctin McGinnis: grabs the rope and yanks down hard  
[2009/12/13 21:58] Ryzuki Kimagawa: Well well..  
[2009/12/13 21:58] Masolus Alonzo: I made it in. I don't know how  
[2009/12/13 21:58] Kain Rembrandt jumps down hard to tug the trap down  
[2009/12/13 21:58] Zeid Kingmaker quickly draws his bow at the newcomer, not recognizing him  
[2009/12/13 21:59] Belle Rives turns her head  
[2009/12/13 21:59] Belle Rives: master please the rops oon my wrists?  
[2009/12/13 21:59] Masolus Alonzo unties Belle  
[2009/12/13 21:59] Zeid Kingmaker: and who are you  
[2009/12/13 22:00] Masolus Alonzo pulls Belle out of the cage  
[2009/12/13 22:00] Ryzuki Kimagawa says in a clam tone, disguising his original voice, "No harm Sir. just peeking eyes."  
[2009/12/13 22:00] Angeloscuro Kiranov finding the groves pulling himself up the wall  
[2009/12/13 22:00] Belle Rives: Master..the pole  
[2009/12/13 22:00] Belle Rives: I am chained to the pole  
[2009/12/13 22:00] Kain Rembrandt with the weight of the men the trap opens. He undoes the hook and throws it at the now open door, clinging it on the side. He lets Maso and Broc in  
[2009/12/13 22:00] Broctin McGinnis: continues to yank hard on the rope  
[2009/12/13 22:01] Angeloscuro Kiranov looking for more groves to he pulsl himself up more  
[2009/12/13 22:01] Angeloscuro Kiranov falls laush  
[2009/12/13 22:01] Broctin McGinnis: sees the false door open  
[2009/12/13 22:02] Masolus Alonzo reaches down to cut the rope holding her

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## KNOWLEDGE

### - GOREAN MONEY

The following summary of coin values is taken from the website [www.worldofgor.com](http://www.worldofgor.com), published by John Norman's former publisher and also published with his approval and cooperation.

Copper tarsk bit = the smallest unit of currency

Copper tarsk = 8 tarsk bits

Copper tarn = 2 1/2 Copper tarsks or 20 copper tarsk bits

Silver tarsk = 40 copper tarns, 100 copper tarsks or 800 copper tarsk bits  
Gold tarn = 10 silver tarsks, 400 copper tarns, 1000 copper tarsks or 8000 copper tarsk bits

There is no paper currency mentioned in the books.

Here are a few quotes to give you some concept of the cost of things on Gor.

"Five pieces of gold, in its way, incidentally, is also a fortune on Gor. One could live, for example, in many cities, although not in contemporary Ar, with its press on housing and shortages of food, for years on such resources." *Magicians of Gor*, pp 468-469.

"...In many paga taverns, one may have paga and food, and a girl for the alcove, if one wants for a single copper tarsk. Dancers, to be sure, sometimes cost two." *Renegades of Gor*, pp 51-52.

"Actually, fifty silver tarn disks was an extremely high price, and indicated the girl was probably of high caste as well as extremely beautiful. An ordinary girl, of low caste, comely but untrained, might, depending on the market, sell for as little as five or as many as thirty tarn disks." *Outlaw of Gor*, p 193.

"A golden tarn disk was a small fortune. It would buy one of the great birds themselves, or as many as five slave girls." *Tarnsman of Gor*, p 191.

You will see much role-play involving unrealistic and inappropriate values attached to slaves or offered for ransom. In large part this has to do with egos. Every slave would like to think that she is unique, special, and worth a fortune. However, even the most valuable slave girl would not be sold for five golden tarn disks. Even the most high status free woman would not be ransomed for that amount. It is very easy in Second Life for us to create imaginary and unrealistic wealth for really all we need to is say that we have that kind of wealth without actually doing anything to earn it. There are attempts being made in various places to make the role-play coin system for Second Life. These systems may go a long way toward making for a more realistic role-play regarding money.

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## ONLINISM OF THE WEEK

"I do not much care for your attitude. I want your name and photo", I scowled, "this is more than a game for me!"

She looked at me with a puzzled look on her face. "I am here for role play", she said.

"No", I scowled, "you are a slave in all ways!"

She played a giggling gesture, then a fart gesture, and walked off.

I clicked her, and read her picks. I had been added to her no-RP list.

- *Delusional Lifestyler of Gor*, page 75

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The Landa Times: <http://www.gorean-forums.com/>